

Wireless Sensor Networks

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Sensors

Sensors

- ▶ A device with sensing capability:

Sensors

- ▶ A device with sensing capability:
 - ▶ Thermometer

Sensors

- ▶ A device with sensing capability:
 - ▶ Thermometer(Temperature)

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 - ▶ Thermometer(Temperature)
 - ▶ Hygrometer

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 - ▶ Microphone

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 - ▶ A sensor/sensors

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 - ▶ Microprocessor
 - ▶ Storage

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- ▶ Wireless sensor nodes contain:
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 - ▶ Microprocessor
 - ▶ Storage
 - ▶ Wireless module

Wireless Sensor Networks

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- ▶ Consist of sensor nodes and gateway nodes

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 - ▶ Plant health monitoring

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 - ▶ Forest Fire detection
 - ▶ Activity monitoring(Security)
 - ▶ GPS tracking
 - ▶ Plant health monitoring
 - ▶ ...and various others

Wireless Sensor Networks

Differences with ad-hoc networks

Wireless Sensor Networks

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- ▶ Dense deployment

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- ▶ Large number of nodes
- ▶ Unreliable nodes
- ▶ Broadcast/Multicast paradigm
- ▶ Limited node capability
- ▶ Addressing issues

Wireless Sensor Networks

Deployment And Maintenance

Wireless Sensor Networks

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Current state-of-art:

Wireless Sensor Networks

Deployment And Maintenance

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- ▶ System development from scratch

Wireless Sensor Networks

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Current state-of-art:

- ▶ System development from scratch
- ▶ Nodes are programmed individually
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- ▶ Small changes done manually:
 - ▶ Changes in logical structure of network
 - ▶ Reprogramming of nodes

Problem Statement

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Designing a general framework:

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- ▶ General system architecture to suit all needs

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Designing a general framework:

- ▶ General system architecture to suit all needs
- ▶ Highly flexible, supports remote changes
- ▶ Should be lightweight, secure, reliable, fault-tolerant
- ▶ Analogous to systemization of database(1970s)

Problem Statement

Constraints

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Hardware constraints:

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- ▶ Costs involved

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Design constraints:

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Design constraints:

- ▶ Application dependent:
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- ▶ Topology dependent:
 - ▶ No. of sensor vs. gateway nodes
 - ▶ Personal area vs. Wide area

Related Work

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Disadvantages:

- ▶ Hardware Costs suffer a lot
- ▶ TinyOS is really not 'tiny'
- ▶ No capability to map virtual code to binary
- ▶ Speed of networking suffers

Various Issues

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- ▶ Programming Paradigm

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 - ▶ Programming Interface

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 - ▶ Version Control

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 - ▶ Addressing
- ▶ OS
 - ▶ Very lightweight
 - ▶ Modular for required changes

Various Issues

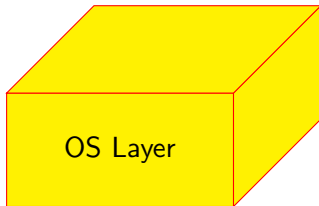
- ▶ Programming Paradigm
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 - ▶ Scheduling
 - ▶ Addressing
- ▶ OS
 - ▶ Very lightweight
 - ▶ Modular for required changes
 - ▶ Layered model

Proposed Architecture

Stack Model

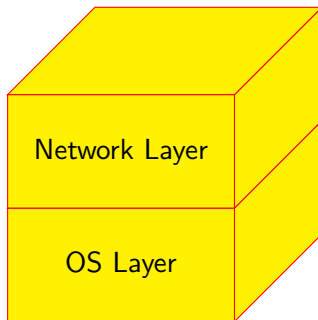
Proposed Architecture

Stack Model



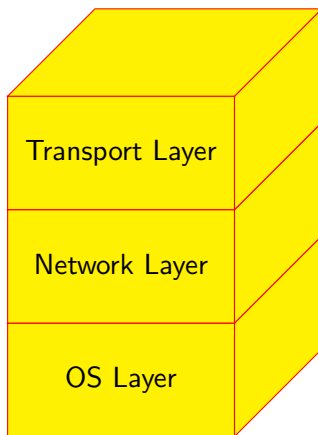
Proposed Architecture

Stack Model



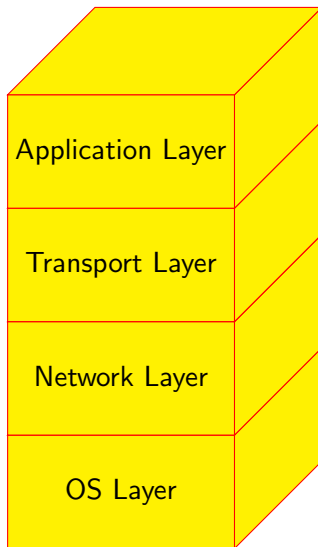
Proposed Architecture

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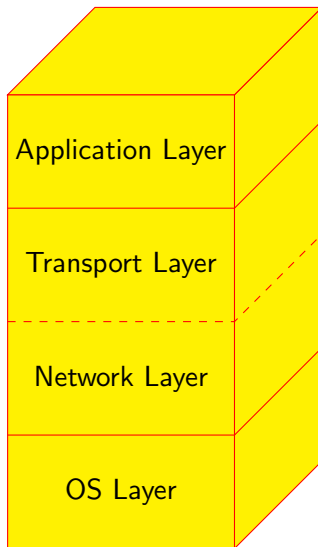
Proposed Architecture

Stack Model



Proposed Architecture

Stack Model



Proposed Architecture

Hierachical Control System

Proposed Architecture

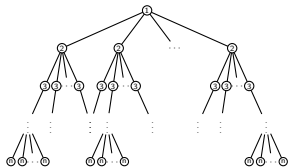
Hierarchical Control System

- ▶ n layers of nodes

Proposed Architecture

Hierarchical Control System

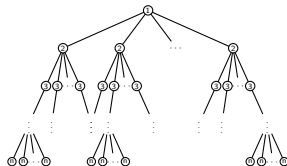
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Proposed Architecture

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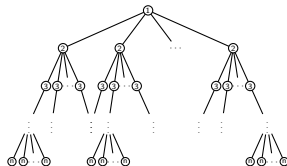


- Higher layers have greater capabilities than lower nodes

Proposed Architecture

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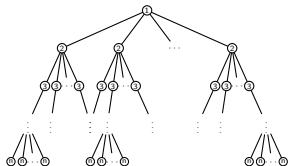


- Higher layers have greater capabilities than lower nodes
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Proposed Architecture

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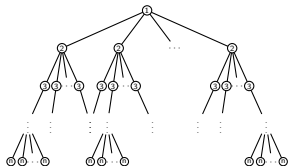


- Higher layers have greater capabilities than lower nodes
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 - Assigns 'tasks' to its children

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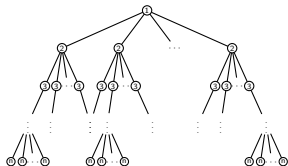


- Higher layers have greater capabilities than lower nodes
- Each node(except the lowest layer):
 - Assigns 'tasks' to its children
 - Gathers data from its children

Proposed Architecture

Hierarchical Control System

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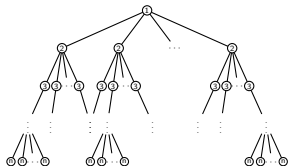


- Higher layers have greater capabilities than lower nodes
- Each node(except the lowest layer):
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 - Gathers data from its children
 - Processes the gathered data and sends data back to its parent

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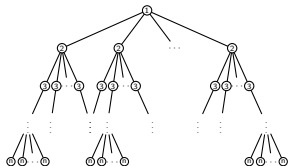


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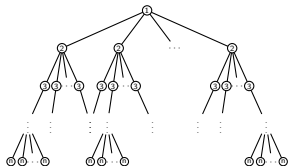


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 - Programs in an query-based language

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 - ▶ Processes the gathered data and sends data back to its parent
- ▶ The tasks are:
 - ▶ Programs in an query-based language
 - ▶ Aimed at data filtering/aggregation

Proposed Architecture

Addressing

Proposed Architecture

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Attribute	Value
A1	V1
A2	V2
A3	V3
.	.
.	.
Ak	Vk

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- ▶ Properties used to distribute and diffuse the tasks

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- ▶ Examples:

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- ▶ Properties used to distribute and diffuse the tasks

- ▶ Examples:

Attribute	Value
Floor	3
Lab	1
Row	5

Smart Building

Proposed Architecture

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Smart Building

Attribute	Value
Animal	Lion
Location	Pond Area
Age of Animal	4

Animal Monitoring

Proposed Architecture

Mobility

Proposed Architecture

Mobility

- ▶ Addressing is a challenge in general mobile WSNs

Proposed Architecture

Mobility

- ▶ Addressing is a challenge in general mobile WSNs
- ▶ Using the addressing scheme proposed:

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 - ▶ A node can change its value for the attributes

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- ▶ Using the addressing scheme proposed:
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 - ▶ Signal Strength, GPS, other landmarks can be used to change the Table

Proposed Architecture

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Sub-agency	Krishna
State	Rajasthan

Departed Jaipur

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Arriving Himmatnagar

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Arriving Himmatnagar

- ▶ Based on node particulars

Attribute	Value
Troop	18-Grenadier
Area	Bunker-4
Condition	Healthy

Fighting Soldier

Proposed Architecture

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- ▶ Based on node particulars

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Area	Bunker-4
Condition	Healthy

Fighting Soldier

Attribute	Value
Troop	Gurkha
Area	Fence-8
Condition	Critical

Soldier Shot

Proposed Architecture

Query-Based System

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- ▶ Each node runs a query on some data

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Proposed Architecture

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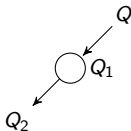
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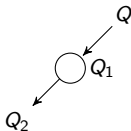
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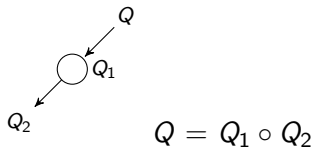


$$Q = Q_1 \circ Q_2$$

Proposed Architecture

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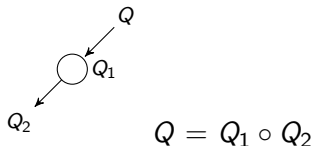


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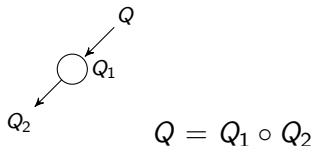


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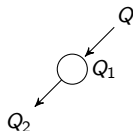


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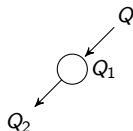
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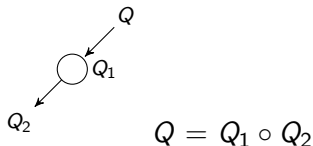
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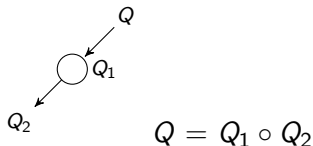
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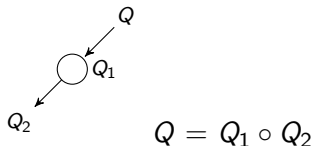
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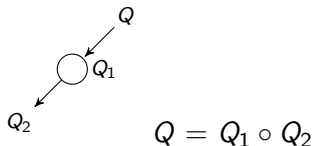
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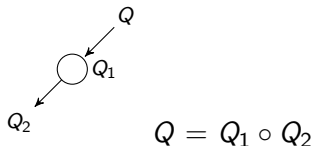
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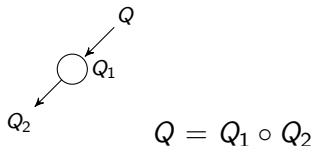
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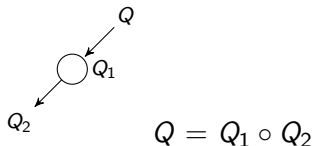
Q =animal id who ate 1 day before;

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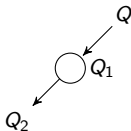
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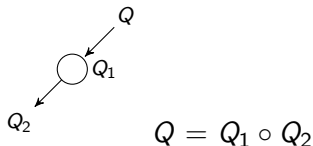
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Lower node sends all data continuously, upper node stores and filters

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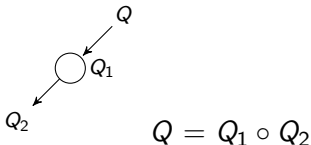
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- ▶ Novel concept of query composition with data aggregation

Emergent Systems

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Emergence

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Emergence: Complex systems arising out of a lot of simple interactions

Transport Layer

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- ▶ Energy efficient reliability and full utilization of resources

Transport Layer

Approaches and Improvements

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Reliability vital for commercial/enterprise applications

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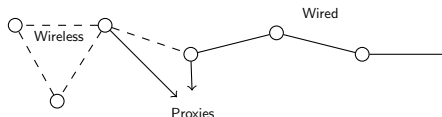
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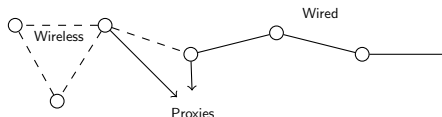


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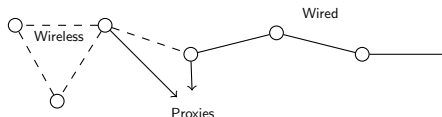


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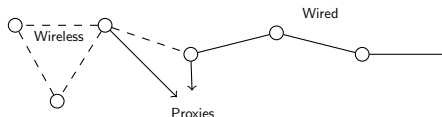


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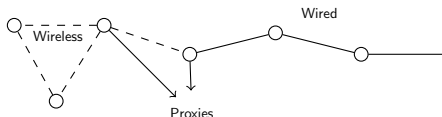
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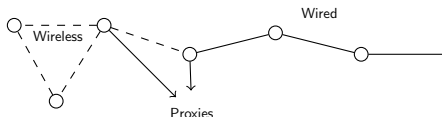
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